

# DREAMZZZ

**LEGO®  
TOY:**

**60**

SHOOTS  
GREEN  
PROJECTILES

**Z-BLOB  
MECH**

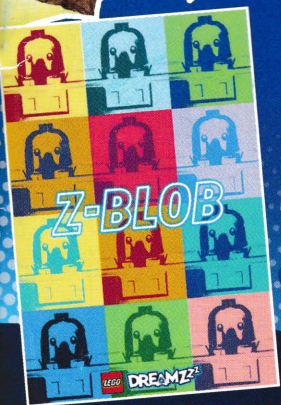


WE ARE  
YOUR WORST  
NIGHTMARE!

**AARGH**

**DARING  
DUEL!**

**FACE OFF AGAINST  
THE NIGHTMARE KING**



**SUPER POSTERS!**

Warning!  
Choking hazard.  
Small parts.



**UK  
CA  
CE**

LEGO® is a trademark of the LEGO Group of Denmark. © 2015 LEGO. Produced by Immediate Media, W6 7BT. Z-Blob Mech, batch no 552403. Supplied by Blue Ocean Entertainment AG Seidenstraße 19 · 70174 Stuttgart. Please retain this information for future reference. Immediate Media Company Limited, London, W6 7BT and Mespil House, Dublin, D04 T6A6.

**IMMEDIATE** DISCOVER: LEGO® DREAMZZZ  
ISSUE 5 £4.50



9 773029 002003 05>



# ENTER THE LEGO® DREAMZZZ™ WORLD

**ZOEY**  
MYSTERIOUS  
DREAM BANDIT

**COOPER**  
BUILDS THE  
BEST GADGETS

**Z-BLOB**  
COOL DOODLE  
COME TO LIFE

**MATEO**  
CREATIVE ARTIST &  
IZZIE'S BROTHER

**LOGAN**  
FOOLISHLY  
BRAVE

**IZZIE**  
FEARLESS ANIME FAN  
& MATEO'S SISTER

## THE DREAM CHASERS

This kids' crew keeps the dream world safe from the Grimspawn. With their **creativity**, **inspiration** and **friendship**, they're prepared for mash-up **creatures** and **adventure**. But are they ready to face Night Hunter and his sinister boss the Nightmare King?

Led by the Nightmare King, the Grimspawn only have one goal: turn the dream world into a world of nightmares. In order to obtain enough energy, he traps dreaming kids and steals their creativity, which is a great source of power in the dream world.

## THE NIGHTMARES

**NIGHTMARE KING**  
LEADER OF THE GRIMSPAWN

**NIGHT HUNTER**  
MOST TRUSTED GENERAL

**SUSAN**  
SMARTEST GRIMSPAWN

**SNIVEL**  
ALWAYS IN A  
GRUMPY MOOD

**SNEAK**  
SNIFFS OUT  
DREAM CHASERS



# ARE YOU READY?

A DREAM CHASER'S LIFE IS FULL OF WILD ADVENTURES. JOIN US IN OUR EXCITING COMIC WORLD, HELP US SOLVE PUZZLES AND WIN DUELS AND LEARN ALL ABOUT THE NIGHT BUREAU.

HERE'S WHERE YOU GET ALL THE FACTS!

## INSIDE

- 4 Comic: Part 1
- 9 Draw: Your Dream Realm
- 10 Comic: Part 2
- 17 Poster: Adventure Awaits
- 18 Poster: Colourful Z-Blobs
- 21 Activity: Faulty Towers
- 22 Toy: Mighty Z-Blob Mech
- 26 Game: Realm Race
- 28 Puzzle: Training for Dream Chasers
- 29 Facts: Terror on the March
- 32 Set: Turtle Van
- 34 Preview: Night Hunter

## ENJOYING THE MAGAZINE?

Have any questions, requests or suggestions? Then write to us - we would love to hear from you!

LEGO DREAMZzz magazine,  
Immediate Media,  
Vineyard House, 44 Brook Green,  
London W6 7BT

Or email us at  
[LEGO.DREAMZzz@immediate.co.uk](mailto:LEGO.DREAMZzz@immediate.co.uk)

## DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your LEGO® bricks in a creative way. Unlock the power of your imagination and stop the nightmares!

COOL BEATS IS WHAT I LIKE BEST!

TEACHERS ARE ALWAYS IN DANGER!

## A MUSICAL COMIC!

## SPIDER HUNT!

Show Cooper the right way to get after the creepy crawlers.

A  
B  
C  
D

I'LL PUT THE HAMMER DOWN!

FINISH

## BONUS

Oh no! The spiders have escaped! Find out where they are hiding in the magazine and write the page numbers below.


Answers on page 34!



# THE DREAM OF MUSIC!

Story & Script: Jan Dinter  
Illustrations: InkBubble Studios  
(Pencils & Inks: Virgilio D'Ambrosio,  
Colours: Marco Pelandra)

Lunch break at Francine  
Wooley Middle School...

HEY MATED,  
WHAT'S UP WITH  
YOUR SISTER AND HER  
CLASSMATES? ONE  
THING'S FOR SURE -  
THEY DON'T LOOK  
HAPPY.

WE HAVE A  
SUBSTITUTE TEACHER,  
MR. MANZECCI, WHILE OUR  
MUSIC TEACHER IS OFF SICK, BUT  
IT SEEMS HE ISN'T QUITE UP  
TO SPEED WITH OUR  
LESSON PLAN.

HEY,  
WHAT'S GOING  
ON, IZZIE? WHY  
THE LONG  
FACE?

WE GOT  
OUR MUSIC  
TEST BACK FROM  
THE TEACHER AND  
ALMOST EVERYBODY  
FAILED!

THE WHOLE  
CLASS DID SO  
BADLY! HOW DID  
THAT HAPPEN?

HE ASKED ALL  
KINDS OF QUESTIONS  
ABOUT STUFF WE HAVEN'T  
EVEN COVERED YET.

IF IT REALLY  
WAS SOMETHING YOU  
HAVEN'T DONE YET AND  
EVERYONE GOT SUCH BAD  
GRADES, I BET YOU CAN  
DO THE TEST AGAIN.

YEAH, MAYBE.  
BUT WHAT IF HE ASKS  
US EVEN MORE THINGS  
WE HAVEN'T LEARNT  
YET?



Later that day...

STOP  
WORRYING ABOUT  
THAT TEST, IZZIE,  
IT'LL BE FINE.

BESIDES, YOU  
WON'T BE ABLE TO FALL  
ASLEEP - AND THEN YOU'LL  
MISS OUT ON ALL OUR  
ADVENTURES.

In the Dream World...

SO YOU TWO  
ARE ASLEEP TOO,  
I GUESS?!

LIKE BABIES! ANY  
WORK FOR THE DREAM  
CHASERS YET?

YOU BET!

I'VE DISCOVERED  
ANOTHER DREAM REALM  
THAT YOU JUST HAVE TO  
SEE. FOLLOW ME!









I THINK  
WE HAVE A VERY  
DIFFERENT KIND OF  
PROBLEM HERE, YOUR  
TEACHER IS HAVING  
A NIGHTMARE!

SCREEEECH!

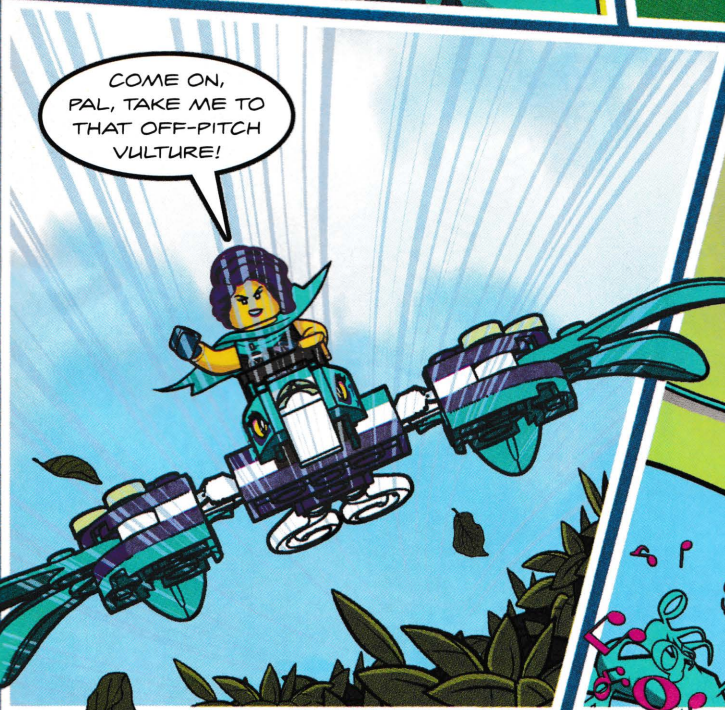
ARGH!



THIS  
CREATURE'S  
SCREAMS ARE  
PURE TORTURE FOR  
THIS DREAM REALM.  
WE HAVE TO DO  
SOMETHING  
ABOUT IT!



ZOEY, YOU  
GRAB THE BIRD.  
WE'LL TAKE OVER  
MR. MANZECCI!



COME ON,  
PAL, TAKE ME TO  
THAT OFF-PITCH  
VULTURE!



THEN  
LET'S DO  
THIS!

HOP!







# YOUR **DREAM!** YOUR **REALM!**

Dream realms  
are not for the  
waking world?  
Wrong! Get **creative**,  
imagine your **own realm**  
and bring it to the page  
with **crayons, pens** or  
whatever you can find!

**CREATE**

I BET  
Z-BLOB AND  
I WILL LOVE  
YOUR REALM!

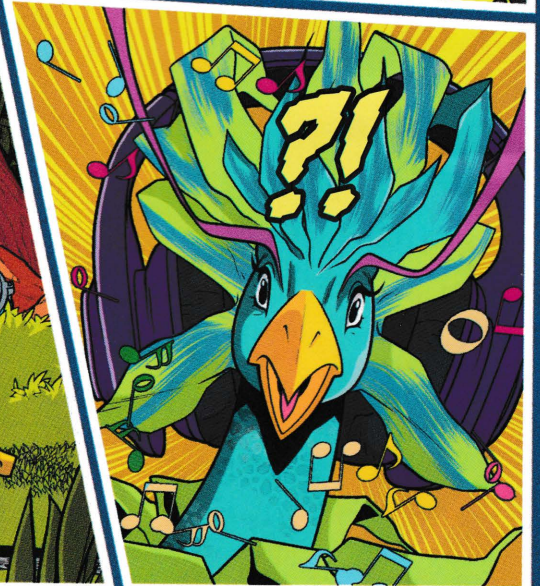
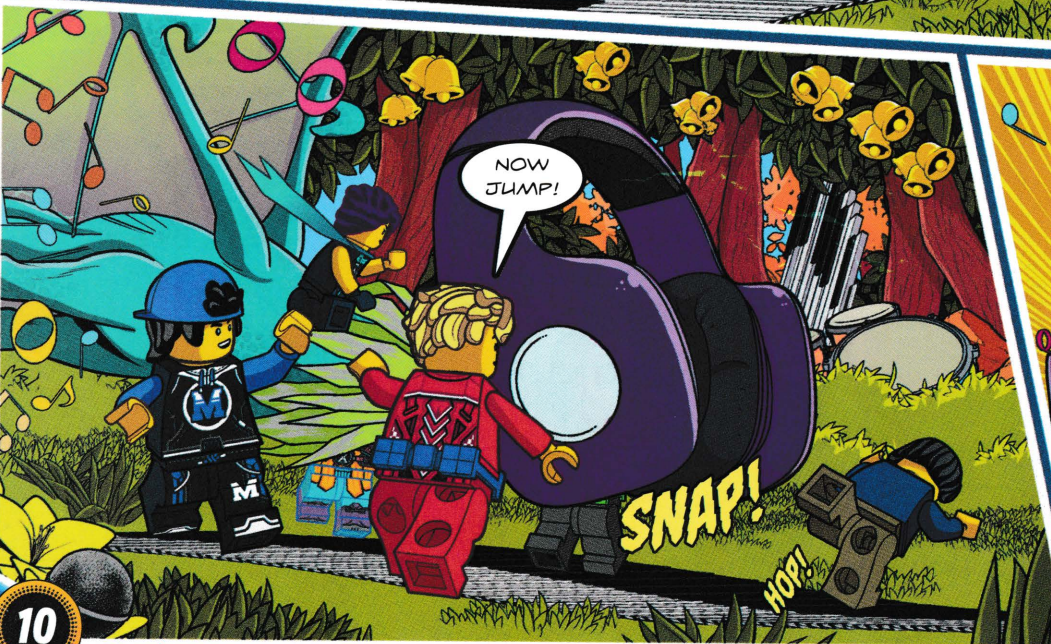
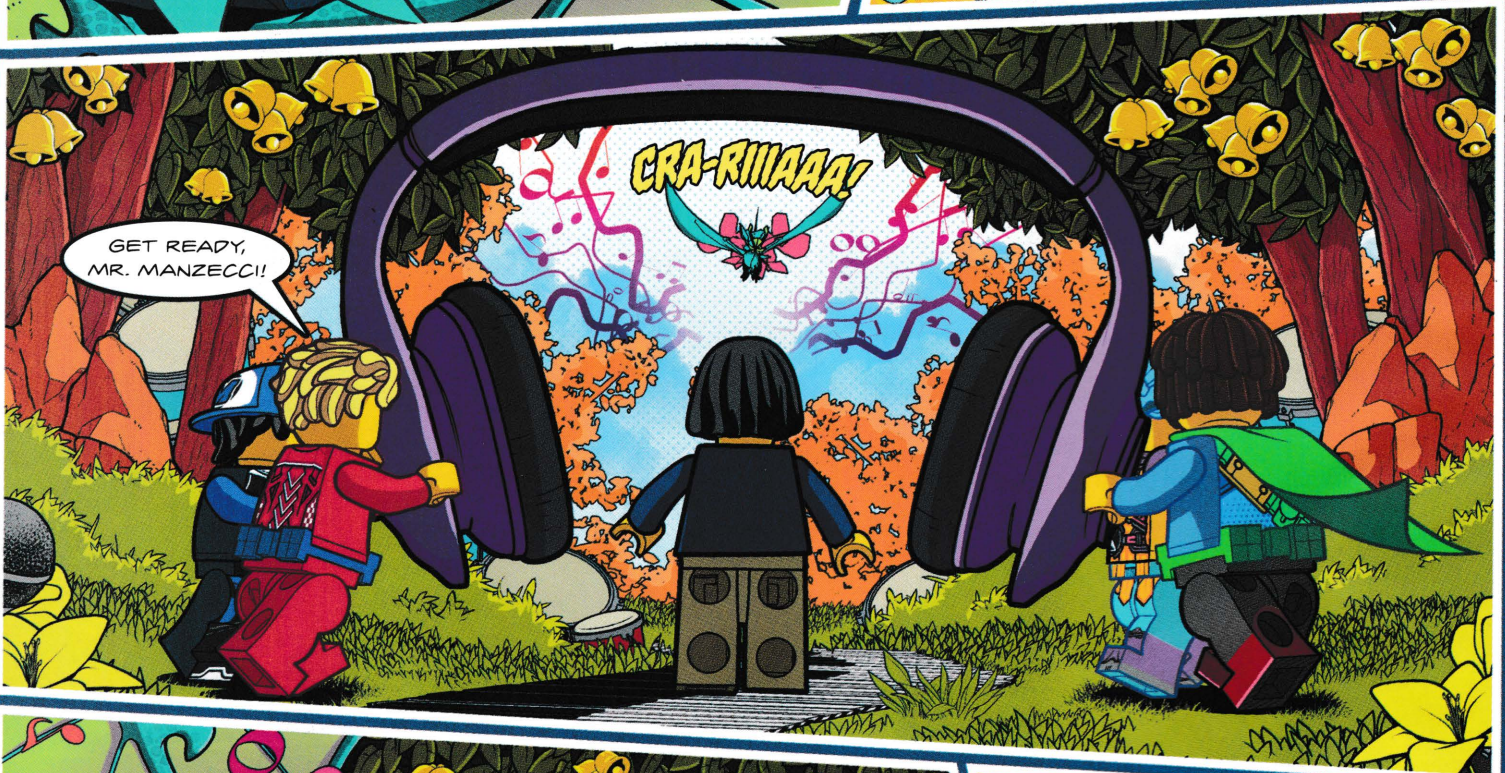
## **DREAM CRAFT**

Want to play in your  
new realm? Get your  
LEGO® bricks and  
build it.

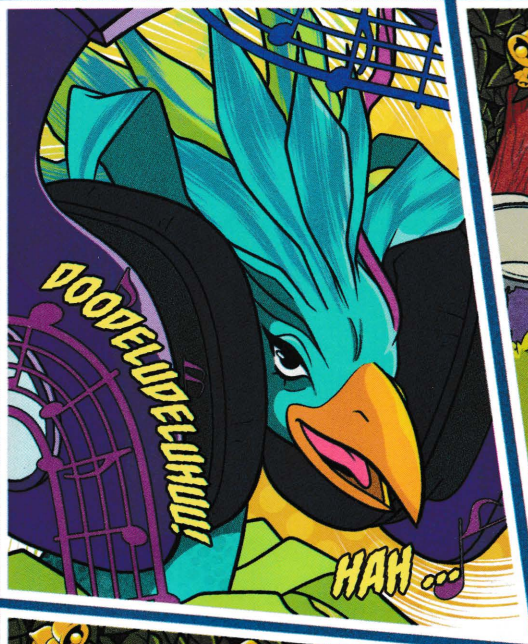
IT WOULD BE  
CALLED THE...

**REALM**













IT CAN'T BE!  
IT MUST BE HERE  
SOMEWHERE! A DRAFT  
EXAM OR SOMETHING FOR  
THE CLASS TEST ...



IF ONLY I'D HAD  
A PROPER SUBSTITUTE  
TEACHER BRIEFING!  
BUT UNFORTUNATELY MY  
PREDECESSOR WAS TAKEN  
TO HOSPITAL IMMEDIATELY  
AFTER HIS ACCIDENT.



I CAN'T  
GIVE THE STUDENTS  
ANOTHER TEST THAT  
DOESN'T COVER WHAT  
THEY DID IN THE PAST  
SIX MONTHS.



THE GRADES  
FROM THAT LAST TEST  
ARE BUGGING ME BIG TIME!  
I COULDN'T SLEEP FOR  
MOST OF THE NIGHT  
AND THEN I HAD  
NIGHTMARES!



SO THAT'S  
WHY HE WAS HAVING  
NIGHTMARES! THAT POOR  
MAN IS WORRIED BECAUSE  
HE DOESN'T KNOW WHAT  
TO PUT ON THE TEST!

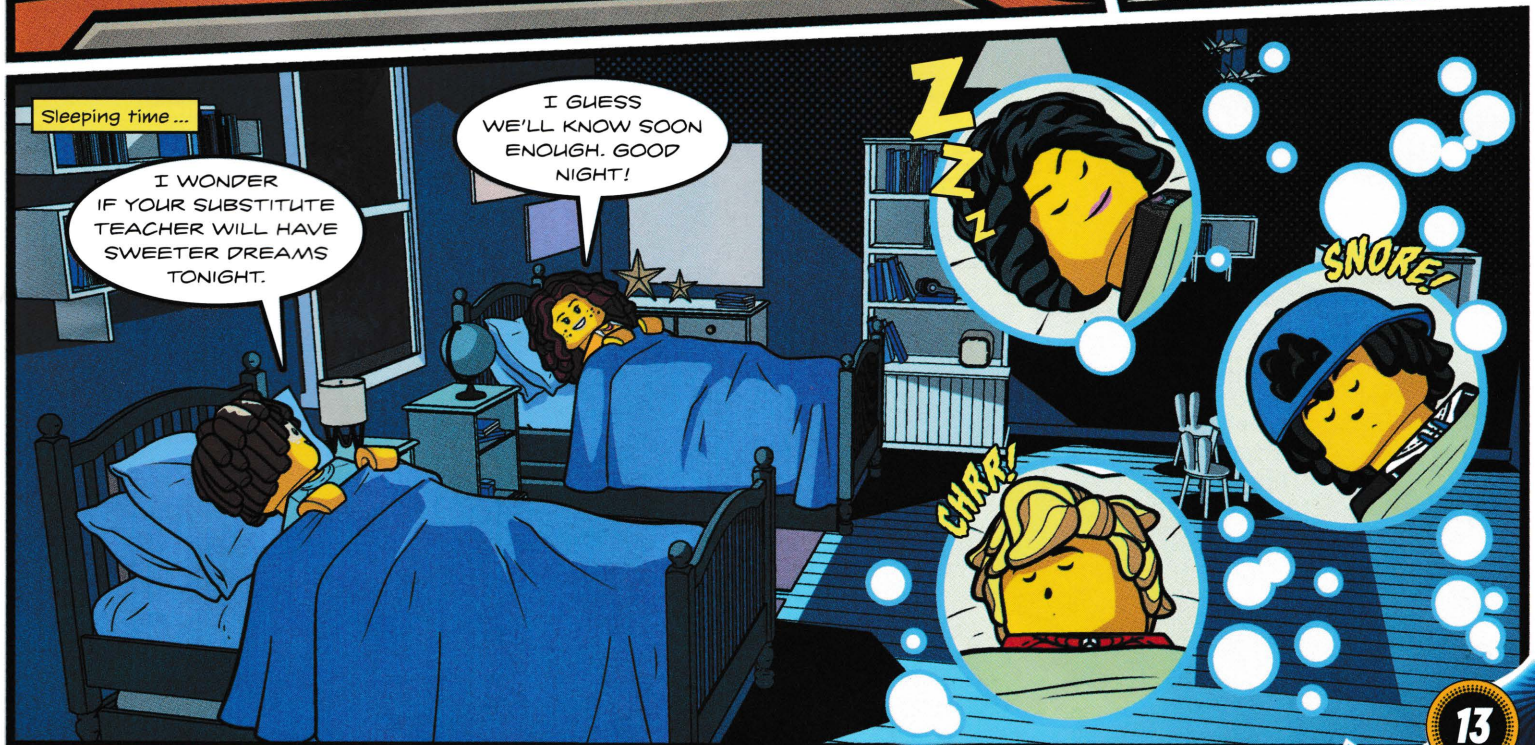
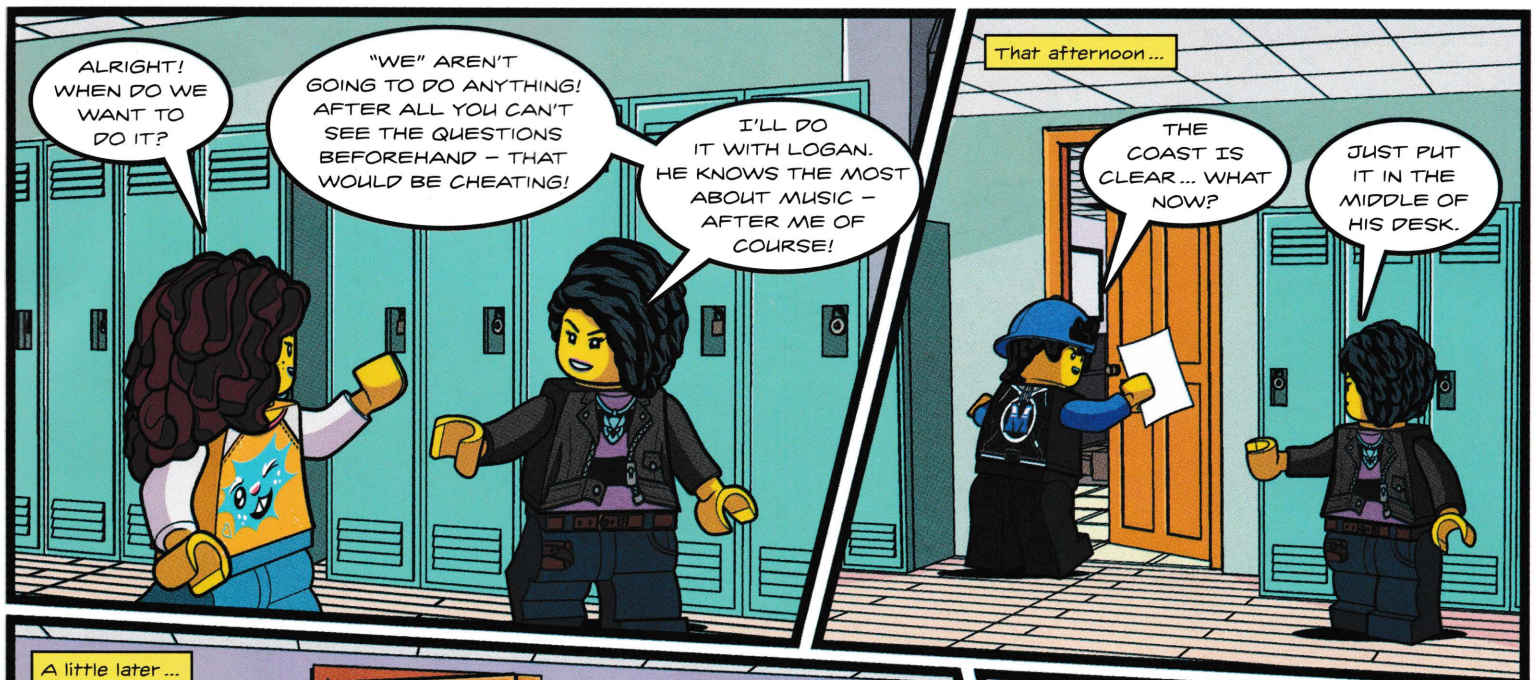


WE COULD  
SLIP HIM A DRAFT  
FOR THE TEST  
WITHOUT HIM  
NOTICING ...

YEAH,  
BUT HOW?

JUST LEAVE  
IT TO ME - OUR  
RESIDENT MUSICAL  
GENIUS!









Back in the Musical Realm...

JUST A QUICK CHECK TO SEE IF EVERYTHING'S OKAY PROBABLY WOULDN'T HURT.

OH, I COULD COME BACK TO THIS PLACE EVERY NIGHT ... LOOK, LITTLE BIRDS!



HEY, IT'S YOUR MUSIC TEACHER!



LOOKS LIKE HIS DREAMS ARE BACK IN HARMONY AGAIN!

HAHAHA!



SURE FEELS GOOD TO HAVE LIBERATED THIS REALM.

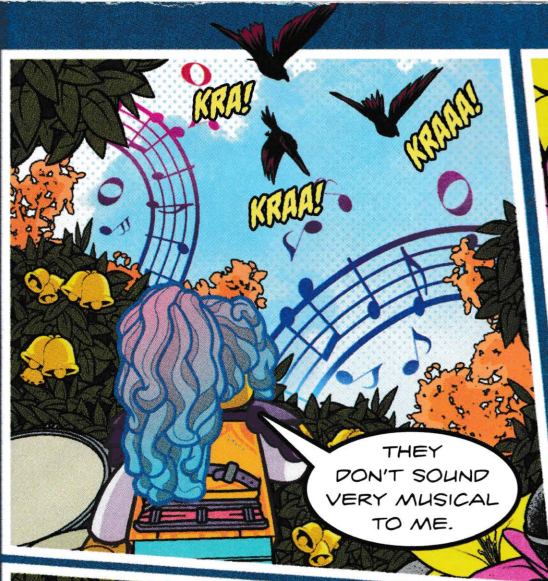
THEN LET'S MOVE ON AND SEE IF ANOTHER REALM NEEDS SOME HELP.

THOSE LITTLE BIRDS ARE SO SWEET!



BUT WHAT SORT OF BIRDS ARE THEY?!





THEY  
DON'T SOUND  
VERY MUSICAL  
TO ME.





The next day before music class...

IT'S NOW OR NEVER... IF THIS NEW TEST IS JUST AS TRICKY AS THE LAST ONE, I'M DONE.

SOMETHING TELLS ME THIS ONE WILL BE EASIER.

LOOK OUT, HE'S COMING.

WHO ARE YOU ALL? AND WHAT ARE YOU DOING IN MY CLASSROOM?

Later...

HONESTLY, HE DIDN'T RECOGNISE ANY OF US! IT WAS LIKE HE LOST HIS MEMORY. I BET IT HAS SOMETHING TO DO WITH HIS DREAM AND THOSE CREEPY RAVENS!

WHAT?! YOU DON'T THINK THOSE RAVENS ACTUALLY STOLE HIS MEMORY, DO YOU? HAHAA, THAT'S WILD, IZZIE!

I DON'T KNOW GUYS. THOSE CREEPY RAVENS DO SEEM FAMILIAR BUT MY IMAGE OF THEM IS... MURKY. LET'S BE CAREFUL! THIS MIGHT JUST BE THE BEGINNING!



# FAULTY TOWER!

ACTIVITY

The Sandman's Tower is a place of **great power**. To lure dream chasers away from it, a **nearly perfect illusion** has been created. Find and **circle the 15 mistakes** in the picture on the right to expose the trickery.



ONLY THE REAL TOWER HOLDS THE POWER OF THE DREAM SAND.



THE ILLUSION IS PERFECT. YOU WON'T FIND ANY MISTAKES!



## DREAM CRAFT

Want to reach high? Grab your LEGO® bricks and build your own dream tower.



ORIGINAL



ILLUSION

Answers on page 34!



# SUPER MIGHTY Z-BLOB!

## HE'S HUNGRY!

He may be little and green, but his **appetite** is **bigger** than all the other Dream Chasers put together. By the way, his favourite food is **pizza**.

HE NEVER SAYS NO TO PIZZA!



SNEAKING OFF FOR A HOT DOG



EVEN LOGAN'S BANANA IS NOT SAFE



## HE'S POWERFUL!

Z-Blob is always willing to **help** others. In his battle against nightmare beasts, Mateo uses his dream crafting skills to transform his green companion into a **mighty Mech**. And when the going gets rough, Z-Blob can even turn into a protective fortress of **jelly**.

FANTASTIC JELLY FORTRESS

POTENT PUNCH

SUPER FAST

This little **Z-Blob** has huge potential! Gather all the key **information**, turn him into a **mighty Mech**, then practise his **marksmanship** skills on the next pages.

EXTREMELY MOBILE

LOTS OF AMMO

## HE'S IMPORTANT!

Z-Blob possesses a type of **superpower**: he can live in both the Waking World and the Dream World. The Nightmare King **kidnaps** him to steal this power. During Mateo's rescue, the poor Blob is **divided** into two halves, with serious consequences. (Find out more on page 29 in this magazine.)

IMPRISONED IN THE SHADOWKEEP

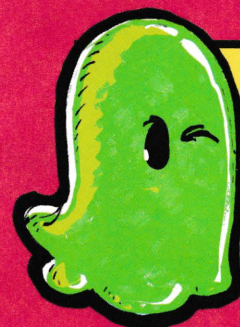
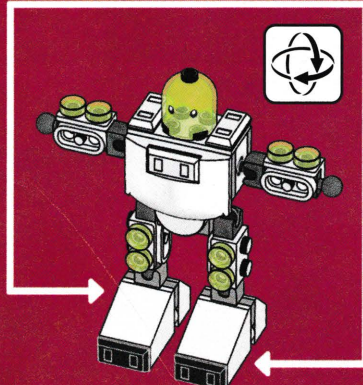
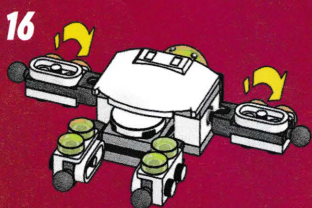
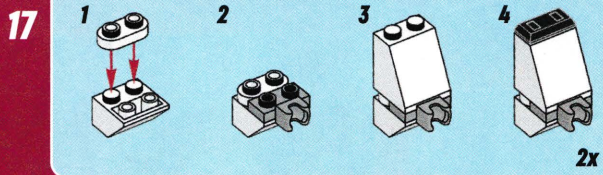
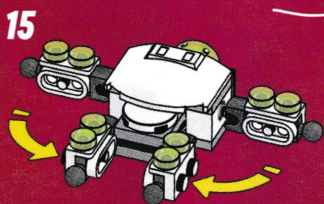
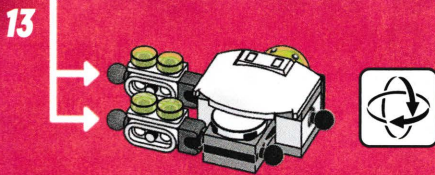
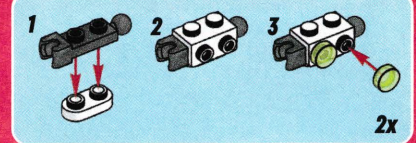
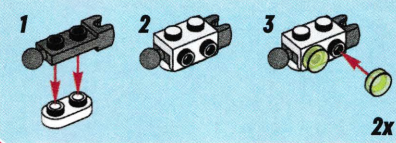
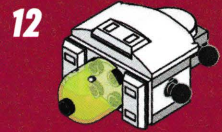
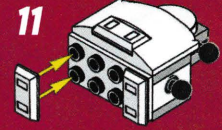
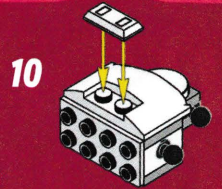
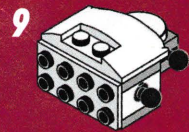
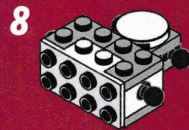
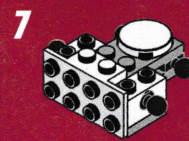
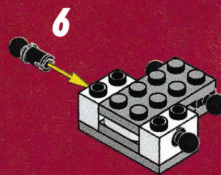
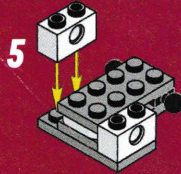
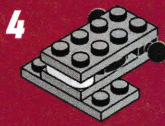
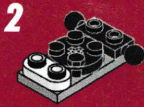
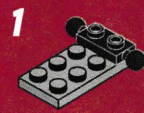
CAUGHT IN A TUG-O-WAR UNTIL...

...THERE ARE TWO OF HIM!



# HERE'S HOW TO BUILD YOUR AMAZING Z-BLOB MECH:

HARD TO BELIEVE  
WHAT MY DOODLE  
TURNED INTO!



THERE'S  
MORE  
ON THE  
FOLLOWING  
PAGES!



**TIP:**  
Place the target  
next to a wall and  
build barricades  
to keep the discs  
from rolling  
away.

# HIT THE MARK!

## HOW TO PLAY:

Position your Z-Blob toy on the floor, remove the green discs, then fire a single **test shot**. Now place the magazine where the **green projectile** landed. Pick up the disc and shoot at the target **ten times** from your original position. **Add up** your total score from all ten shots.

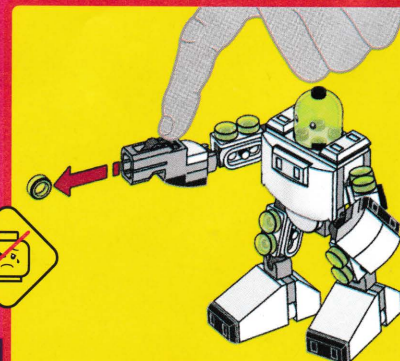
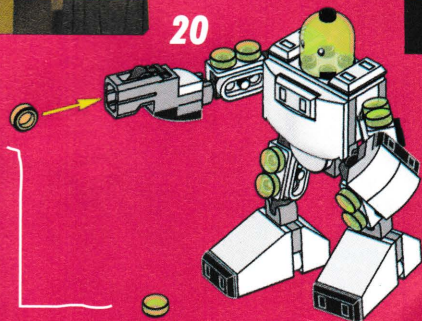
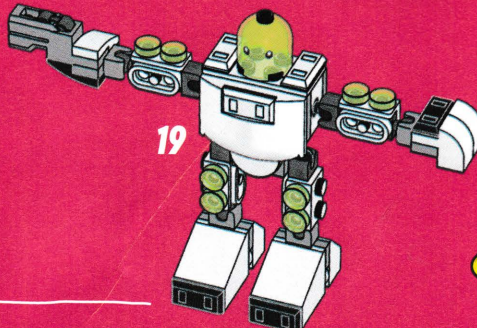
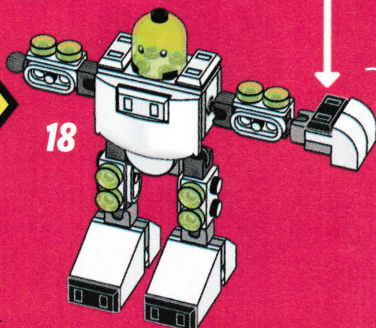
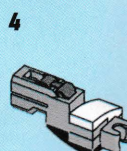
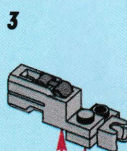
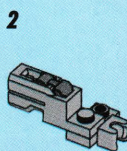
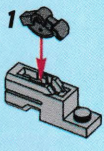
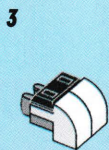
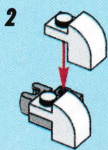
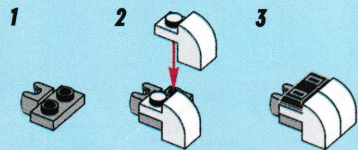


## DREAM CRAFT

Ready for more practice?  
Grab your **LEGO® bricks**  
and build a **3D target** with  
chambers worth different  
amounts of points.

## HIGH SCORES:

NAME	SCORE





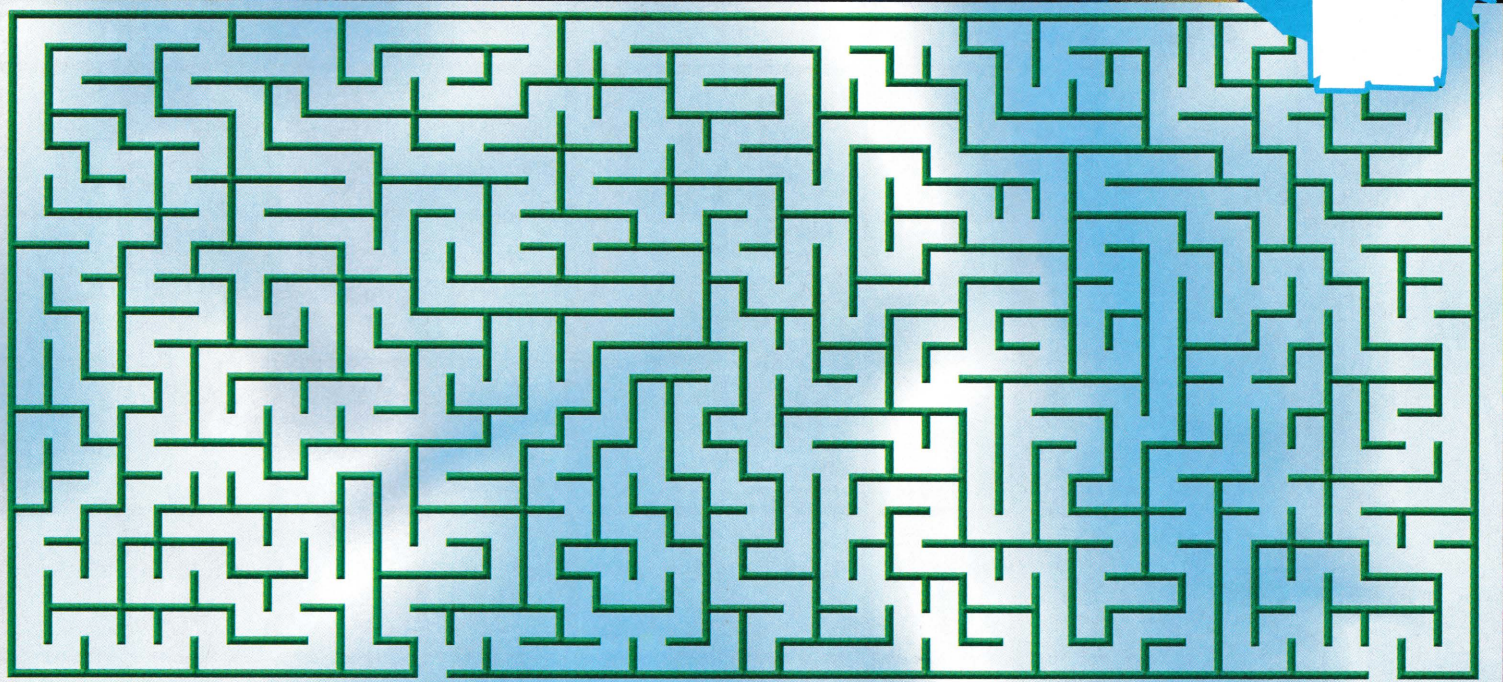
# SMART SHOTS!

Z-Blob is under attack from above by a nasty Grimkeeper. But he uses his smarts to find a **way** to **shoot him** anyway. Find out which of the four **projectiles** hits the evil beast directly and which one has to take a lengthy **detour** through the **labyrinth**!



## BONUS TASK

How many times must the **projectile** turn inside the **labyrinth** in order to reach the **Grimkeeper**?



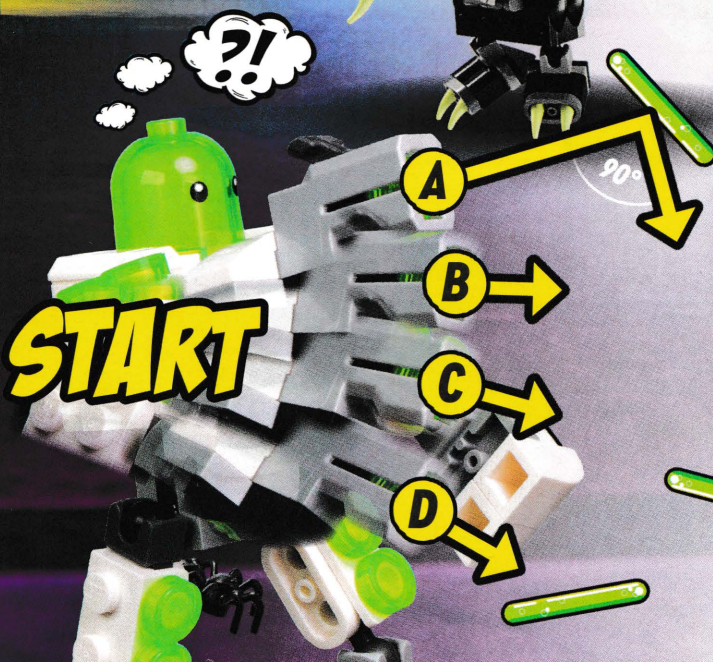
## RULES:

The green projectiles always fly in a **straight line**, but when they hit an **obstacle**, they bounce off at a **90° angle**.

*Tip:* use a geometry set square.



OH NO, THIS SHOT IS GOING INTO THE LABYRINTH... NOW WHAT?



The answers are on page 34!



# RACE FOR THE



**MATEO**

Can also move diagonally!

**THE 8 REALMS**

1	2	3	4
5	6	7	8

FINISH

START

ENTRANCE



FANTASY  
REALM

EXIT

ENTRANCE



CASTLE  
NOCTURNIA

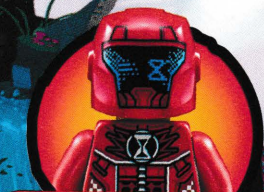
EXIT



GRIM  
REALM

ENTRANCE

EXIT



**COOPER**

Can go plus 1  
on every move!

**THE 8 REALMS**

1	2	3	4
5	6	7	8

FINISH

START

FINISH

START

FINISH

START

**IZZIE**

Can go plus 1  
on every move!

**THE 8 REALMS**

1	2	3	4
5	6	7	8



**ZOEY**

Plus 1  
in duels!

**THE 8 REALMS**

1	2	3	4
5	6	7	8



# REALMS!

Find out who has the **best skills** and is **fastest** at exploring the Dream Realms.

**GAME FOR 2 TO 6 PLAYERS!**

## WHAT YOU NEED:

- A dice
- A pencil / pencils
- One game piece per person (a 2x2 LEGO® brick is ideal)

## RULES OF PLAY:

Each player chooses a character and places their **game piece** on that character's starting point.

- Play moves in a **clockwise direction**. The player with the highest dice roll goes first.
- On each turn, the player rolls the dice and moves the **corresponding number of spaces** on the grid.
- Only **vertical or horizontal** movements are allowed.
- When a player reaches a **realm**, they enter it through the **entrance**. That turn is now over.
- On the next turn, the player rolls again and leaves through the **exit**. That realm has now been **explored**. The player can check off one of the **boxes** at their starting point.
- The **first player** to explore all eight realms and move their game piece back to the **finish** is the winner.

## TREASURE BONUS:

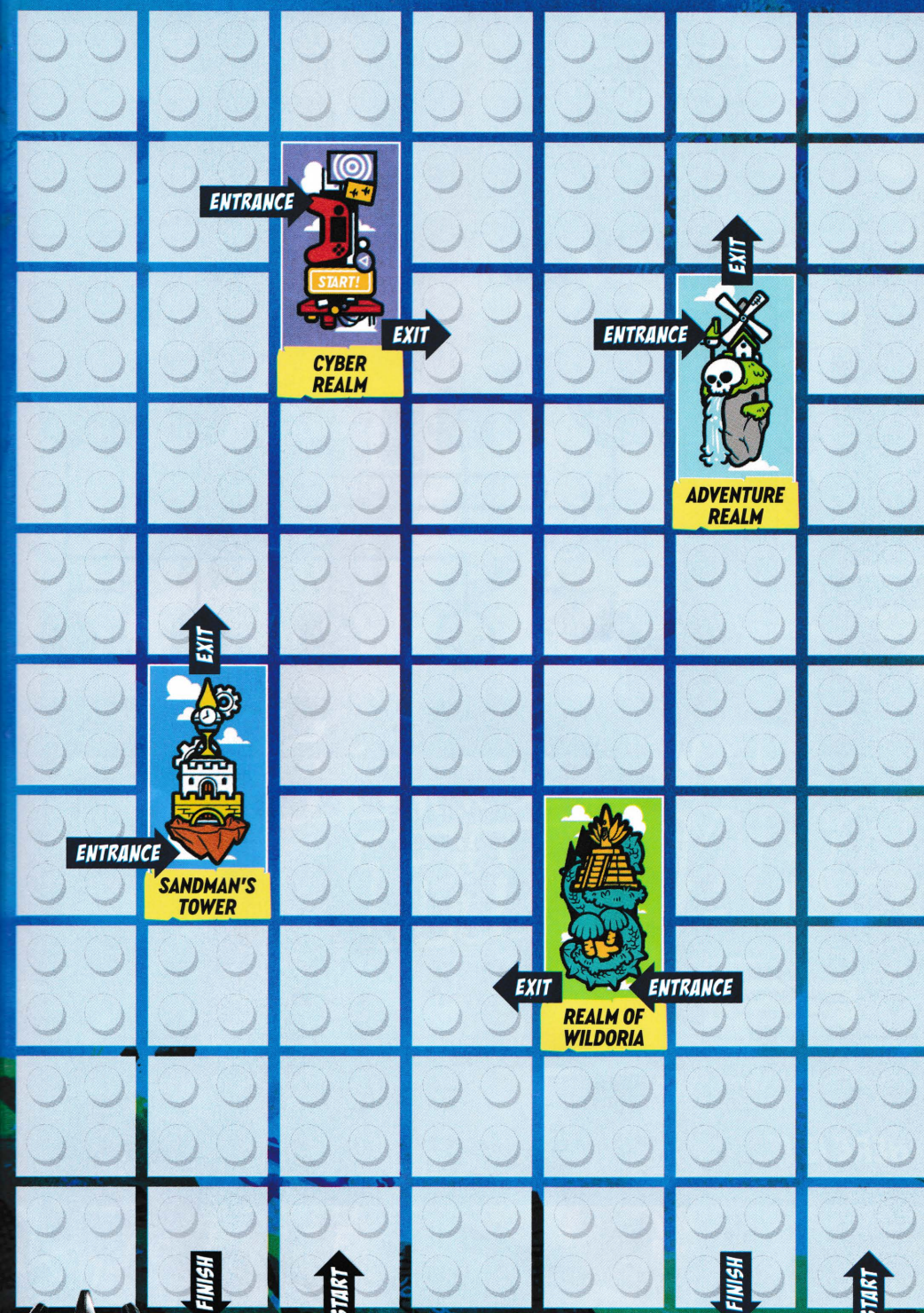
Place a "treasure" on each realm. You can use the green discs that came with your Z-Blob toy. When you explore a realm with a treasure, you can collect that treasure. Later, you can use each treasure to add **one bonus point** to the **number on the dice** when you are taking part in a duel.

## DUELS:

If you land on a **space already occupied** by another player, you may challenge that player to a **duel**. Each player rolls the dice and the **highest roll** wins. If there's a draw, roll again. The winner of the duel is allowed to catapult the **loser** to any space on the grid.

## COOL SKILLS:

Each character has **special skills** that give them an **advantage**. Example: if Cooper rolls a 4, he can move 5 spaces because he has a "Plus 1" skill.



### NIGHTMARE KING

Can also move diagonally!

#### THE 8 REALMS

1	2	3	4
5	6	7	8



### NIGHT HUNTER

Plus 1 in duels!

#### THE 8 REALMS

1	2	3	4
5	6	7	8



# TRAINING FOR DREAM CHASERS

PART 1  
OF 2

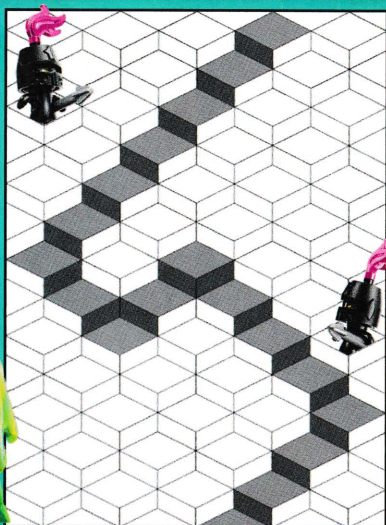


JOIN IN  
AND BE A  
PART OF OUR  
TEAM!

Inspiration, creativity and focus are the three essentials of dream crafting! Dream Chasers must always stay one step ahead of their dark enemies, so they train their mental skills with challenging memory games.

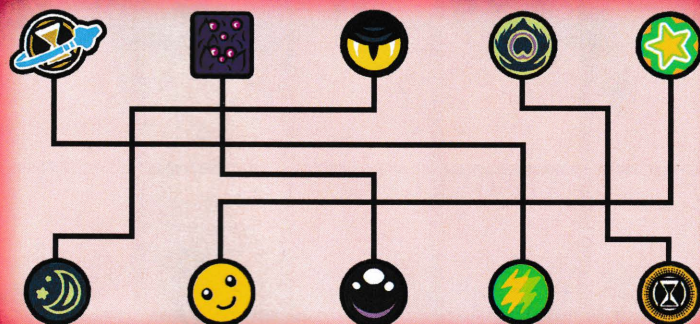
## 1 Z-BLOB'S ASCENT!

Grab a pen and memorise the exact path Z-Blob has to take (seen here). Then go immediately to page 31.



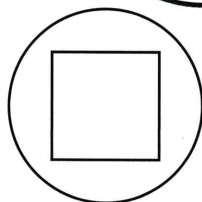
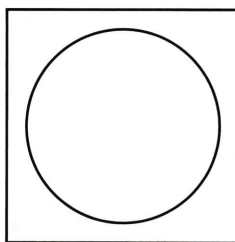
## 2 KEY CONNECTIONS!

Allow yourself **one minute** to memorise exactly which **symbols** are **connected** to one another. Then turn quickly to page 31.



## VEXING VISIONS!

WHICH OF  
THE TWO  
CIRCLES IS  
BIGGER?



THIS  
IS FAR  
TOO TRICKY  
FOR YOU!



WHICH LINE  
IS LONGER,  
A OR B?



## 3 WHERE IS IT?

Look closely at the picture and try to remember **each** object individually. Then grab a pen and turn to page 31.



GIVE IT YOUR  
BEST AND LEAVE  
THE NIGHTMARES  
BEHIND!



**PSST!**  
DON'T TELL ANYONE!

# SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

**FILE  
NO.5**

**FACTS**

HERE'S  
THE NIGHTMARE  
KING'S BACK  
STORY!

LUNIA HAD  
AMAZING  
POWERS!



Lunia's *memory*  
is good as gold!



The Dream  
Keeper  
uses all her  
*energy*...

## ► LUNIA'S LEGACY!

To imprison the Nightmare King (formerly Lunia's friend Migo), Lunia created a **perfect prison**. She dreamcrafted a whole new realm overseen by a **super special Guardian**. Only Dream Keepers have enough power to control so much Dream Sand by themselves. Sadly, Lunia **lost all her powers** thereafter.



... to *lock up* the  
Nightmare King in  
a Grimkeeper.

# TERROR ON THE MARCH!

LOOK HOW  
MUCH POWER  
Z-BLOB  
GIVES ME!

## ► TODAY Z-BLOB, TOMORROW THE WORLD!

Following **Z-Blob's split** (see page 22), the **Nightmare King** uses his powers to enter the **Waking World** and destroy it so that he will never be forgotten. Even the Night Hunter is shocked by this **rift between the worlds**. He had helped the Nightmare King escape in order to gain more power.

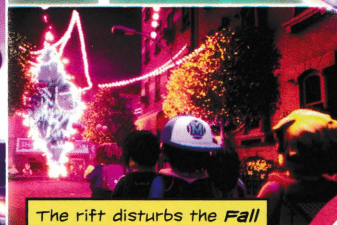
**DREAMZZZ™  
SEASON 1  
EPISODE 19**



The *Grimspawns*  
feel a bit queasy.



The *Henchman*  
has his regrets.



The rift disturbs the *Fall Festival* in Brooklyn.

With Z-Blob, the  
Nightmare King may  
become *invincible*.

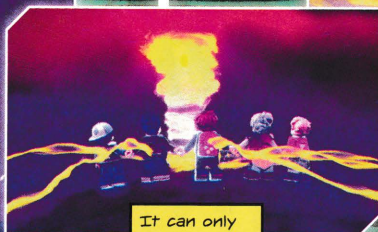


**SCAN TO WATCH  
DREAMZZZ™  
ONLINE**





Z-Blob is the key to the plan.



It can only succeed with teamwork.



The evildoer has no chance...



... and is finally captured!

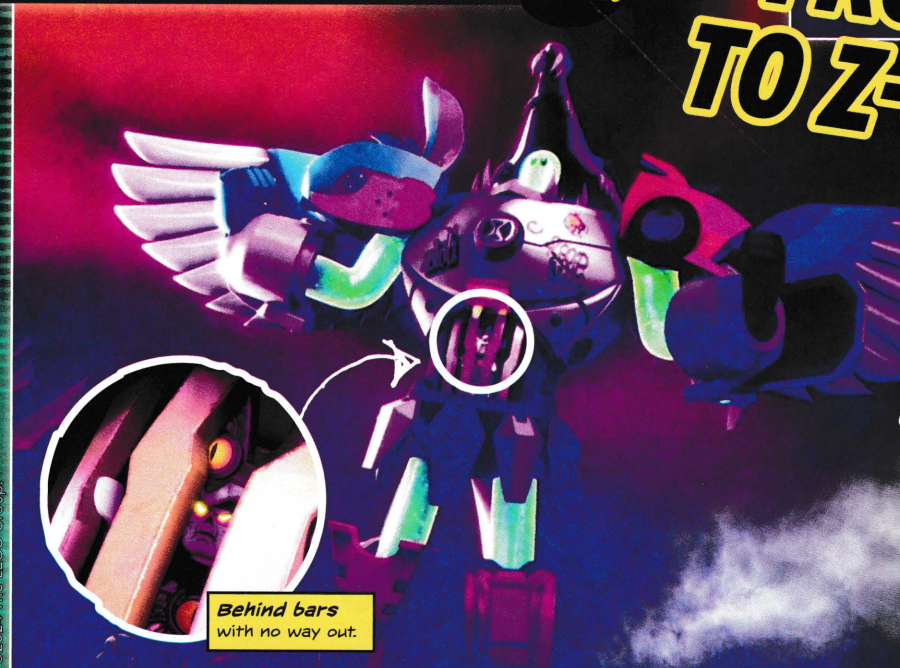
## ▶ A RISKY MOVE!

The Dream Chasers use a **trick** to lure the Nightmare King back to the Dream World. They combine their powers, let them flow through Z-Blob and dreamcraft an **extremely strong dream sand tornado** that sucks the Nightmare King into it, then later turns into a **giant Z-Blob Guardian**. From now on, he will keep a close eye on the Nightmare King.

DREAMZZ™  
SEASON 1  
EPISODE 20

Time to say goodbye.

# FROM Z-BLOB TO Z-GUARDIAN!



Behind bars with no way out.



## DREAM CRAFT

Security comes first! Grab your LEGO® bricks and build the **giant guardian** of your dreams!

# A NEW WORLD!

Though the Nightmare King was defeated once again, things have changed. A **rift** between the worlds allows **more dream creatures** to enter the Waking World. The Night Bureau sends its **agents** all over the world and even the sly Sneak has found a way in.



The Dream Chasers can hardly believe it.



SEE? I AM THE SMARTEST!



Mateo's backpack was a perfect hiding place.



Night Bureau agents are on the job.



# TRAINING FOR DREAM CHASERS



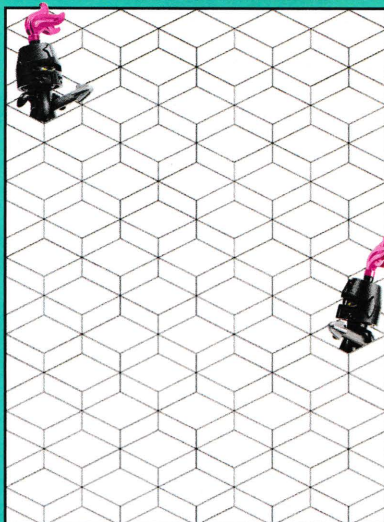
PART 2  
OF 2

ACTIVITY

Have you **memorised** the **path**, the **connections** and the **objects** on page 28? Then **test your skills** as a Dream Chaser by completing the tasks below.

## 1 WHICH WAY TO GO?

Mark the **exact path** for Z-Blob, which you **studied** on page 28. Then check that page to see if you got it right!



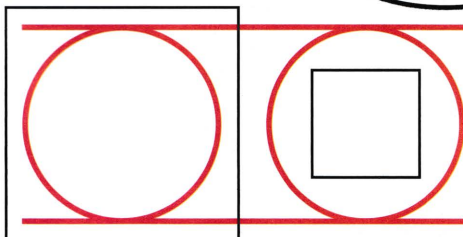
## 2 PAIR THEM UP!

Connect the **symbols** exactly as you saw them on page 28. Then compare your version with the original.

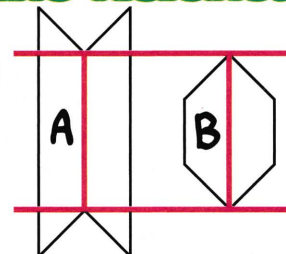


LOGICAL  
THINKING IS THE  
KEY!

THEY'RE  
THE SAME  
SIZE!



THEY'RE  
THE SAME  
LENGTH!



## VEXING VISIONS!

## 3 WHAT'S DIFFERENT?

Think back to the picture on page 28. Which of the **objects** below have **changed** their **appearance** or are **new** to the picture? Mark them.



THIS IS  
HOW DREAM  
CHASERS STAY  
IN SHAPE!



GRIMSPAWN

ZOEY

MATEO

MRS. CASTILLO

Z-BLOB

**WE'RE INCLUDED:**

Can you find Mateo's little green buddy hiding on this page?

**2 Z-BLOB SEARCH**

**TURN THE PAGE!**

TAKE IT EASY!

LET'S GET MOVIN', TURTLE!

WINDSCREEN AND VIPER FOR DREAM STORMS

ROTATING LEGS/WHEELS

ROOFTOP STORAGE BOX FOR VALUABLE TREASURES

MY VAN IS FOR EVERYONE!

**HEHE!**  
MIND IF I HITCH A RIDE?

MRS. CASTILLO ALWAYS LENDS A HAND AND HER VAN IS JUST WOW!

FIRE BLADE, SWORD OR A FISH PERHAPS?

**TURTLEASTIC!**  
Whether she takes the world's coolest food truck to Brooklyn or the Dream World, Mrs. Castillo is there to help out the Dream Chasers with yummy burritos, clever advice, protection and super artefacts.

**YOU BUILD?**  
WHICH ONE WILL



FLYING SUBMARINE

COOL FOODTRUCK



**OPEN FILE**

**SET DATA:**  
Set No.: 71456  
Length: 19cm  
Height: 18cm  
Figures: 3 minifigures + Z-Blob + Grims spawn  
2 ways to build

**434 LEGO PIECES**





# NINJAGO

DRAGONS RISING

ADVERTISEMENT

# KAI WOULD SWING INTO ACTION



# WHAT WOULD YOU DO?

DISCOVER MORE ON [NINJAGO.COM](http://NINJAGO.COM)



LEGO, the LEGO logo, NINJAGO and the Minifigure are trademarks of the LEGO Group. ©2024 The LEGO Group. 96108\_EN



# PREVIEW

**BEASTLY TOY:**

**THE NIGHT HUNTER COMING SOON!**

EVIL HAT WITH SPYING EYE

CREEPY SCARF

DANGEROUS CROSSBOW

# NIGHT HUNTER + CROSSBOW!

## ANSWERS:

### PAGE 3 BONUS

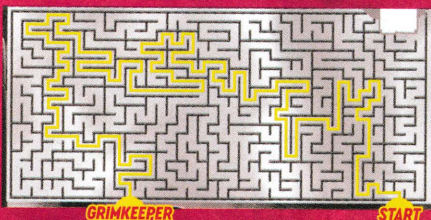
On pages 22, 25, 27, 32

### PAGE 25 SMART SHOTS!

Two projectiles:  
B = labyrinth  
D = direct

### BONUS TASK

128 turns



### PAGE 31 WHAT'S DIFFERENT?

yellow circles

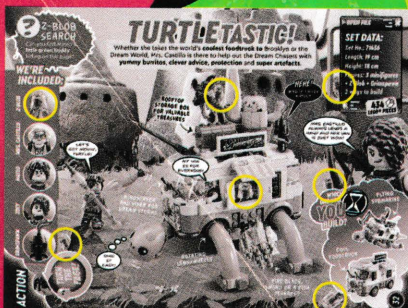


**GET IT RIGHT?**

### PAGE 32

### Z-BLOB-SEARCH

yellow circles



**LEGO DREAMZZZ**

Editor Claire Norman  
Deputy Editor Becky French  
Art Editors Scott Park, Hayley Moore  
Head of Production Moray Laing  
Deputy Head of Production Carolyn Parris  
Buying Director Paul Torre  
Head of Buying Devlin Lindeque  
Senior Buyer Claire White  
Buying Assistant Jessie Moore  
Print Production Koli Pickersgill, Jo Beattie, Katie Panayi  
Group Editor Richard Clare  
Assistant Publisher Igrain Roberts  
Acting Commercial Director Rachel Clare  
Managing Director Alfie Lewis  
Finance Director Michael Pope  
Group Finance Director Stephen Lavin  
CCO Christina Hawley  
CFO/COO Dan Constanda  
CEO Sean Cornwell

**LEGAL NOTICE:** LEGO, the LEGO logo, the Minifigure, the Brick and Knob configurations and DREAMZZZ are trademarks of the LEGO Group.

©2024 The LEGO Group.

Manufactured under license granted to Blue Ocean Entertainment AG, Seidenstraße 19, 70174 Stuttgart, Germany by the LEGO Group. License contact: Blue Ocean Entertainment AG, Germany. All artwork ©2024 by Blue Ocean Entertainment AG, Germany. LEGO® DREAMZZZ magazine is published 12 times a year in the UK by Immediate Media Company, London Limited. Printed by Walstead Peterborough in the UK. Immediate Media Company is working to ensure that all of its paper comes from well-managed, FSC®-certified forests and other controlled sources. This magazine is printed on Forest Stewardship Council® (FSC®) certified paper. This magazine can be recycled, for use in newspapers and packaging. Please remove any gifts, samples or wrapping and dispose of them at your local collection point. In exceptional circumstances the advertised gift may be replaced with an alternative gift of equal quality. Gifts may vary.

**IMMEDIATE**  
a Burda company

**Blue Ocean**

FSC MIX  
Paper / Supporting  
responsible forestry  
www.fsc.org FSC® C010219

recycle  
When you have finished with  
this magazine please recycle it

**We want to hear from YOU!**



**HELP US MAKE A BETTER MAGAZINE**

WE ARE ALWAYS WORKING ON IMPROVING THE FORMULA OF THE MAGAZINE, SO TELL US HOW MUCH YOU LIKE OUR MAGAZINES, HOW YOU PLAY WITH THE TOYS AND EVERYTHING IN BETWEEN!



ASK A GROWN-UP TO SCAN THIS CODE OR VISIT [LEGO.COM/MAGAZIN](https://www.lego.com/magazin) TO TAKE THE SURVEY RIGHT AWAY!



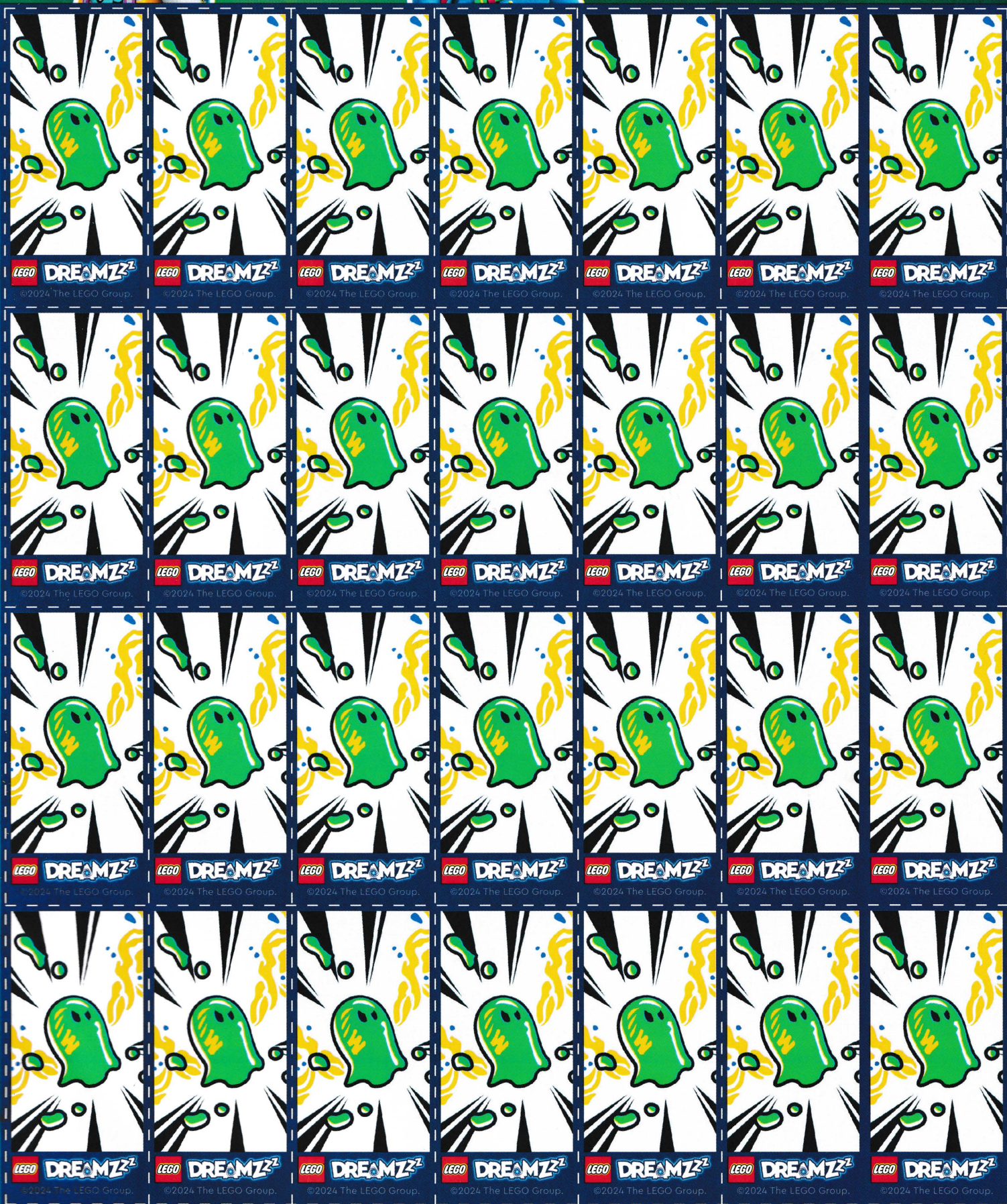
2-4  
PLAYERS

## SET UP:

Cut out the dominoes and shuffle the tiles face down. Each player draws 7 tiles. Remaining tiles form a draw pile.

## HOW TO PLAY:

The youngest player **starts** the game and places a tile in the center. Now players take turns in a **clockwise direction**. A player can place a tile on the board if it has a **matching end**. If a player can't place a tile, one must be **drawn** from the pile. If there are none left, the turn ends. The player who **runs out** of tiles first **wins**. If no player can make a move, the player with the **fewest tiles left wins**.





# DREAM WORLD DOMINOES!

